CURTIN STADIUM VOLLEYBALL / BEACH VOLLEYBALL
RULES & REGULATIONS

PLEASE NOTE: The following are basic rules and regulations specific to the Curtin Stadium organised Volleyball / Beach Volleyball competitions.

Official rules can be found at http://www.avf.org.au/index.php?id=70

Nominations and fixtures:

- Please note that it is the team’s responsibility to find out their team’s fixtures. Teams will not be called regarding their games times. Fixtures will be emailed to team captains and secondary organisers. Fixtures can also be viewed on the Curtin Stadium website at www.curtinstadium.edu.au
- Alternatively, teams can contact the Sports Program Officer on 9266 7052.
- All teams can expect to get an even spread of game time slots over the season. Game times are between 5.30pm and 9:15pm although games could run early and/or later depending of team numbers.
- Management reserves the right to add and change any game times where necessary.
- Special fixture requests will be considered. Requests should be submitted in writing with Nomination Form before the closing date for Nominations. Curtin Stadium will consider all requests but reserves the right not to accommodate requests if they are deemed not to be in the best interest of the social sports competition.
- Changes to playing grade must be made in the first three weeks of competition (if applicable). These changes will be made at the discretion of the Umpires and the Sports Program Officer. Changes will be made in the following instances:
  1. A team requests a grade change. Any requests must be made to the Sports Program Officer on 9266 7052 or email stadiumsports@curtin.edu.au
  2. The Sports Program Officer and/or Umpires believe that a team is not compatible with the grade that they are currently playing in.

1. Playing Area
   - Beach Volleyball - Curtin Stadium Beach Volleyball Courts
   - Indoor Volleyball - Curtin Stadium Sports Hall

2. Players
   Mixed 6’s:
   - The maximum number of players on the court at any given time is six. There may be no more than 3 males on court at any given time.
Mixed 4’s:
- The maximum number of players on the court at any given time is four. There may be no more than 2 males on court at any given time.

Open 4’s
- The maximum number of players on the court at any given time is four.
- All players, both on and off the court, are under direct control of the referee.
- Players must behave respectfully and courteously in the spirit of fair play, not only towards the referees, but towards their team mates, opponents and spectators.
- Males and females are able to play in any position during the game.
- Players must not wear any object that may cause injury to another person such as pins, bracelets, casts, etc.
- As this is an open competition there may be any ratio of males – females on court at any one time.

3. To Play
- All weekly game fees must be paid prior to the start of scheduled games.
- Teams will receive a team sheet when they pay at reception players must initial the team sheet and hand to the umpire prior to the game.
- No Team sheet = No Game.
- Not only does it keep the other team waiting, late starts affect the whole evening’s fixtures times, therefore the clock will start running at the scheduled time. If a team is late, they will be penalised accordingly and the game will go on.
  
  **Penalties**
  - 2 minutes late: 4 points
  - 3 minutes late: 6 points
  - 4 minutes late: 8 points
  - Each minute thereafter: 4 points
- Games will be forfeited if a team is not ready to play within ten (10) minutes of scheduled game time.

4. The Game
- The server must serve the ball from behind the baseline. Both underarm and over arm serves are permitted.
- If the serve hits the net and falls into the opposition side it is play on. If the ball hits the net and goes out or doesn’t go over the net a point will be awarded to the opposition.
- The ball shall be hit with one hand or any part of the arm after being tossed or released, before it touches the playing surface.
- The team winning a rally scores a point. When the receiving team wins a rally, it gains a point and the right to serve, and its players rotate one position clockwise.
- Each team is entitled to a maximum of 3 hits to return the ball over the net to the other team.
In blocking, a blocker may touch the ball beyond the net, provided that he/she does not interfere with the opponent’s play, before or during the latter’s attack-hit.

A blocking contact is not counted as a team hit. The blocking team will still have only three more hits after a blocking contact.

Contact with the net by a player is not a fault, unless it is made during the action of playing the ball, or it interferes with the play. Accidental contact of the net is not a fault.

Player cannot use an “open-handed tip” directing the ball with the fingers.

Players cannot “carry” the ball. If the umpire rules a carry the point will be awarded to the opposition.

The ball must be hit over the net when returning the ball and not around. If the ball goes around the net then the point will be awarded to the opposition.

The ball cannot be returned directly over the net after a serve, the ball must be played at least twice.

5. Substitution of Players

Teams may substitute players at any time when the team has possession of the ball. There is no limit to the number of times a player may interchange.

Players who arrive late for a game may enter the court immediately, providing their team does not have 4/6 (depending on team limits) players already on court.

6. Game length

Teams have 40 minutes to complete their matches. When time expires, play is to continue until the ball becomes ‘dead’.

7. Method of Scoring

Teams play best of 3 sets.

Each set shall be played under a point per rally format with the first team to 25 with an advantage of 2 points (no limit), winning each set.

The third set shall be played under a point per rally format with the first team to 15 with an advantage of 2 points (no limit), winning each set.

The first team to win 2 sets is declared the winner. Should time expire before any team wins 2 sets, the score in the current set at cessation of play will stand unless less than 10 points have been played in that set. If 10 points have not been played a draw will be the result.

NOTE: you do not have to be the serving team for your team to win a point.

8. Competition Points

Win = 3 points
Draw = 2 points
Loss = 1 point
Forfeit = 0 points (3-0 LOSS)
Bye = 0 point
9. **Suspensions and Ejections**
   - Incidents of a dangerous or unsportsmanlike nature that are reported by the umpire or an opposing team will be taken seriously.
   - All information regarding the incident will be taken into account and a decision on an appropriate resulting action will be made by the Sports Program Officer in consultation with senior members of staff.
   - Actions may include being removed from the game or venue when the incident occurs, an official warning or a suspension of at least 1 game.

10. **Forfeits and Withdrawals**
    - Teams must attend every fixtured game for the season or notify the Sports Program Officer on 9266 7052 or stadiumsports@curtin.edu.au if they cannot attend a fixtured game and a forfeit will result.
    - A forfeit may be declared if:
      1. A game does not start within 10 minutes of the allocated starting time.
      2. A team fails to honour their fixtured game.
    - Any team forfeiting will incur the following fine: **Normal game fee for that chosen sport.**
    - Fines must be paid prior to the start of the next fixture otherwise the team will become un-financial.
    - Un-financial teams will not be awarded premiership points while any forfeit fines are outstanding. Premiership points will not be backdated once the fine is paid. Therefore, please ensure you pay your forfeit fine before your next fixtured game to receive all your premiership points.
    - Teams with outstanding forfeit fees from previous season will not be eligible for the next season until all fees are paid.
    - If a team forfeits their match, the opposing team will be awarded a win 3 – 0 and their game fee will be held over to the following week.
    - Any team that withdraws from the competition throughout the season will be issued with a $200 withdrawal fee.

11. **Finals Procedures**
    - Players are only eligible to play finals if they have played at least 1 game during the regular season fixtures.